COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Scholar (Artifabrian)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
2	15	3

HEALTH MAXIMUM	CURRENT	DEFLECT
12		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
3	14	1

FOCUS MAXIMUM	CURRENT
3	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
1	13	2

INVESTITURE MAXIMUM	CURRENT

3	AGILITY (SPD)	○○○○○
2	ATHLETICS (STR)	○○○○○
2	HEAVY WEAPONRY (STR)	○○○○○
4	LIGHT WEAPONRY (SPD)	●○○○○
3	STEALTH (SPD)	○○○○○
3	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

6*	CRAFTING (INT)	●●●○○
3	DEDUCTION (INT)	○○○○○
1	DISCIPLINE (WIL)	○○○○○
1	INTIMIDATION (WIL)	○○○○○
6*	LORE (INT)	●●●○○
3	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

2	DECEPTION (PRE)	○○○○○
1	INSIGHT (AWA)	○○○○○
2	LEADERSHIP (PRE)	○○○○○
1	PERCEPTION (AWA)	○○○○○
2	PERSUASION (PRE)	○○○○○
1	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	30 ft.	1d6	10 ft.

CONDITIONS & INJURIES

WEAPONS

Sling - Ranged [30/120]
+4 vs. Physical (1d4 + 4 impact damage)
- *Discreet: Gain an advantage to conceal*
- *Indirect: Fire over cover; target can't Brace*

EXPERTISES

[Cultural] Thaylen, Alethi: You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

[Special] Fabrial Crafting: You can craft fabrials (see "Crafting" in chapter 7 of the *Stormlight Handbook*)

TALENTS

ERUDITION
Choose one cultural or utility expertise and two different cognitive skills that aren't surge skills (marked with *). You count as having the chosen expertise, and an additional rank in the chosen skills. After a long rest with access to a library, you can reassign these expertise and skill ranks.

PRIZED ACQUISITION
You have a special gemstone and can use it to craft a fabrial (see "Crafting" in chapter 7 of the *Stormlight Handbook*). It fulfills the requirement for a unique fabrial of a tier up to your character tier (1), and you can salvage and reuse it to craft new fabrials. With it, you've created a unique Cultivator Fabrial.

Cultivator Fabrial - 4 charges
As ►, spend 1 charge to cause a plant the fabrial is touching to grow up to Large (10 feet). This can block a line of effect, create barriers or cover, or create something to climb. When you roll ✳ while within 5 feet of an affected plant, the GM can spend it to cause the plant to Restrain you until the plant is broken with a successful DC 12 Athletics test.

STORMLIGHT™ CAMPAIGN SETTING

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Scholar (Artifabrian)	Human

PLAYER NAME

PHYSICAL			COGNITIVE			SPIRITUAL		
STRENGTH	DEFENSE	SPEED	INTELLECT	DEFENSE	WILLPOWER	AWARENESS	DEFENSE	PRESENCE
2	15	3	3	14	1	1	13	2

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Thaylen Engineer Uniform - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*

Sling

Academic Kit
- Backpack
- Common clothing
- Ink Pen
- Bottle of ink
- Sheet of paper ×10
- Empty vial ×3
- Block of wax
- Reference book on Theylen Engineering Techniques: *When you have time to reference this book, you count as having its utility expertise.*
- Poison (weak, 1 dose): ► *to apply to food, liquid, container, weapon, ammunition. Target must succeed on a DC 12 Athletics test or take 1d6 vital damage.*

MARKS 24

PURPOSE

OBSTACLE

GOALS

- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○

OTHER TALENTS & ABILITIES

EXPERTISES (continued)

[Utility] Armor Crafting, Weapon Crafting, Equipment Crafting*: You specialize in crafting these items (see Crafting in chapter 7 of the *Stormlight Handbook*).
[Utility] Literature: You automatically succeed on basic tests related to this expertise, and can make difficult tests others couldn't even try.
[Weapon] Sling: You can benefit from this weapon's expert traits (included).

NOTES

The engineers of Thaylenah rank among the most accomplished artifabrians on Roshar, thanks to their boundless passion and persistence. Their secretive guilds, such as the Vriztl Guild, guard state-of-the-art innovations in fabrial construction. **Vriztl engineers** take copious notes about their failures, believing that such records contain vital leads to future successes. After many generations of this diligent recordkeeping, the Vriztl Guild has gained a significant edge in fabrial development, and Vriztl engineers further their legacy with every fabrial they craft.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Light Weaponry and 1 rank in Agility (increasing the modifiers by 1)
- The Inventive Design talent

CONNECTIONS